**19**. An orientation detection marker according to claim 18, wherein the dotted light source of said fifth light source unit is formed of one of the dotted light sources constituting the first through fourth light source units and has a light-emitting mode different from the other dotted light sources.

**20**. An orientation detection marker according to claim 19, wherein said different light-emitting mode is a difference in color.

**21**. An orientation detection marker according to claim 19, wherein said different light-emitting mode is blinking.

**22**. An orientation detection device, comprising:

imaging means, provided in either one of a controller and the device main body including a display unit having a screen for displaying images, for imaging an orientation detection marker;

identification means for identifying an image of a mode having a biaxial direction information included in the picture image imaged by said imaging means; and

computing means for computing the orientation of said controller with respect to the screen of said display unit from the state of the image of said identified mode.

**23**. An orientation detection device according to claim 22, wherein the orientation of said controller is computed based on the image position of said mode identified by said identification means and the rotation angle information of the axis.

**24**. An orientation detection device according to claim 22, wherein an orientation detection marker is disposed on said controller, and imaging means is disposed on said display unit.

**25**. An orientation detection device according to claim 24, wherein said computing means continuously seeks said orientation.

**26**. An orientation detection device according to claim 22, wherein said screen is a screen on which is displayed images projected from a projector.

**27**. An orientation detection device according to claim 22, wherein an orientation detection marker is disposed on said display unit and imaging means is disposed on said controller.

**28**. An orientation detection device according to claim 27, wherein said orientation detection marker can be disposed on the screen of said display unit.

**29**. An orientation detection device according to claim 27, wherein said orientation detection marker includes different types of orientation detection markers having different modes including axis information in which one of the two axes of said biaxial directions intersects the other axis in mutually reverse directions, and these different types of orientation detection markers are respectively disposed in a prescribed position relationship with respect to said display unit.

**30**. An orientation detection device according to claim 27, wherein the orientation of said controller is computed based on the position information within said screen with respect to the center of said picture image based on the position of the image of said light source unit and the rotation angle information of the axis.

**31**. An orientation detection device according to claim 27, wherein said computing means computes a visual line vector representing a direction of said imaging means to said screen based on the position information of said dotted light source, position of the image of the light source unit within said picture image, and rotational angle information of the axis, and further computes the intersecting point of said visual line vector and said screen.

**32**. A video game device, comprising:

An orientation detection device, including:

imaging means, provided in either one of a controller and the device main body including a display unit having a screen for displaying images, for imaging an orientation detection marker;

identification means for identifying an image of a mode having a biaxial direction information included in the picture image imaged by said imaging means; and

computing means for computing the orientation of said controller with respect to the screen of said display unit from the state of the image of said identified mode;

image generation control means for generating game images containing at least a game character;

image display means for displaying the generated game images on the screen of said display unit; and

game progress control means for progressing the game by giving movement to said game character in accordance with prescribed game rules within the game space;

wherein said game progress control means gives movement to said game character in relation to the orientation of said controller to said game character based on the relationship between the orientation of the controller obtained by said computing means and the position on the screen of said display unit where said game character is displayed.

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